



OMEGA RACE

A special home version of the *Bally*/MIDWAY Arcade Game.

 **commodore**  **64**



 **commodore**

INSTRUCTIONS FOR USE

OMEGA RACE

LOADING THE CARTRIDGE AND STARTING THE GAME

1. Turn your Commodore 64 OFF before inserting or removing the cartridge.
2. Insert the cartridge (label side up) into the widest expansion port on the back of the computer. It's the opening farthest to the right when you're facing the computer.
3. Turn the Commodore 64 ON. After a second or two, the OMEGA RACE title screen should appear. If the title doesn't appear, turn your computer OFF and then back ON. While the computer is OFF, try removing and inserting the cartridge again.

GAME DESCRIPTION

You are an Earth ship invited to compete against the Droids, the galaxy's most powerful force. Your object is to destroy the Droid ships and all the mines they've planted.

STRATEGY

At the beginning of each round, wait to see which direction the "Droid" forces are moving, and then move your ship into position to sneak up behind the enemy. Try to shoot out as many "Droid" ships as you can at the start of each round. The longer you wait, the more spread out the enemy force becomes, and the harder they are to destroy. Your missiles have a much longer range than those of your enemy. For your safety, you may want to "hang out" at the edges of the screen and fire from a long distance.

When one enemy ship is left, try to eliminate any Photon Mines or Vapor Mines that have been left on the playfield before eliminating the last ship. Remember: mines are

worth points too! The one exception to this last hint is when the spiraling "Death Ship" is the last survivor. In that case, aim to hit that ship first.

CONTROLS

You can play OMEGA RACE with a joystick, a paddle or directly from the keyboard.

Using a JOYSTICK:

1. Plug your joystick into CONTROL PORT 1.
2. Hit the joystick firebutton or the f1 function key to start the game.
3. Use the joystick to move your ship.
NOTE: When you push the joystick forward, your ship's thrusters move your vehicle in the direction that the front of the ship is pointing toward. When you move the joystick to the right the ship rotates clockwise. Moving the joystick to the left rotates the ship counter-clockwise.
4. Use the firebutton to launch your missiles.

Using a PADDLE:

1. Plug your Paddle into CONTROL PORT 1.
2. Hit the paddle firebutton or the f3 function key to start the game.
3. Rotate your ship by turning the paddle knob.
4. Hold the firebutton on the side of the paddle to start your ship's thrusters and move your vehicle in the direction that the front of your ship is pointed toward.
5. Hit the firebutton and then immediately release it to launch your missiles. Tap on the firebutton rapidly to fire bursts of missiles.

Using the KEYBOARD:

1. Hit the f1 function key to start the game.

2. A Key Rotates Ship Counter-clockwise
D Key Rotates Ship Clockwise
; Key Thrusters (forward)
L Key Fire Missiles

SCORING

| | |
|-------------------------------------|-------------------|
| Droid Ships | 1000 points |
| Command Ships | 1500 points |
| Death Ships | 2500 points |
| Photon Mines | 350 points |
| Vapor Mines | 500 points |
| 1 Droid Force (4 full rounds) | 5000 points bonus |
| BONUS SHIP for Scoring | 40,000 points |

CHOOSING YOUR SHIP AND BACKGROUND SCREEN COLORS

Hit the f5 key until your favorite ship color is chosen. Hit
th f7 key until your favorite background color is chosen.
NOTE: You can make the game more challenging by
choosing colors that make some or all of the enemy
invisible.